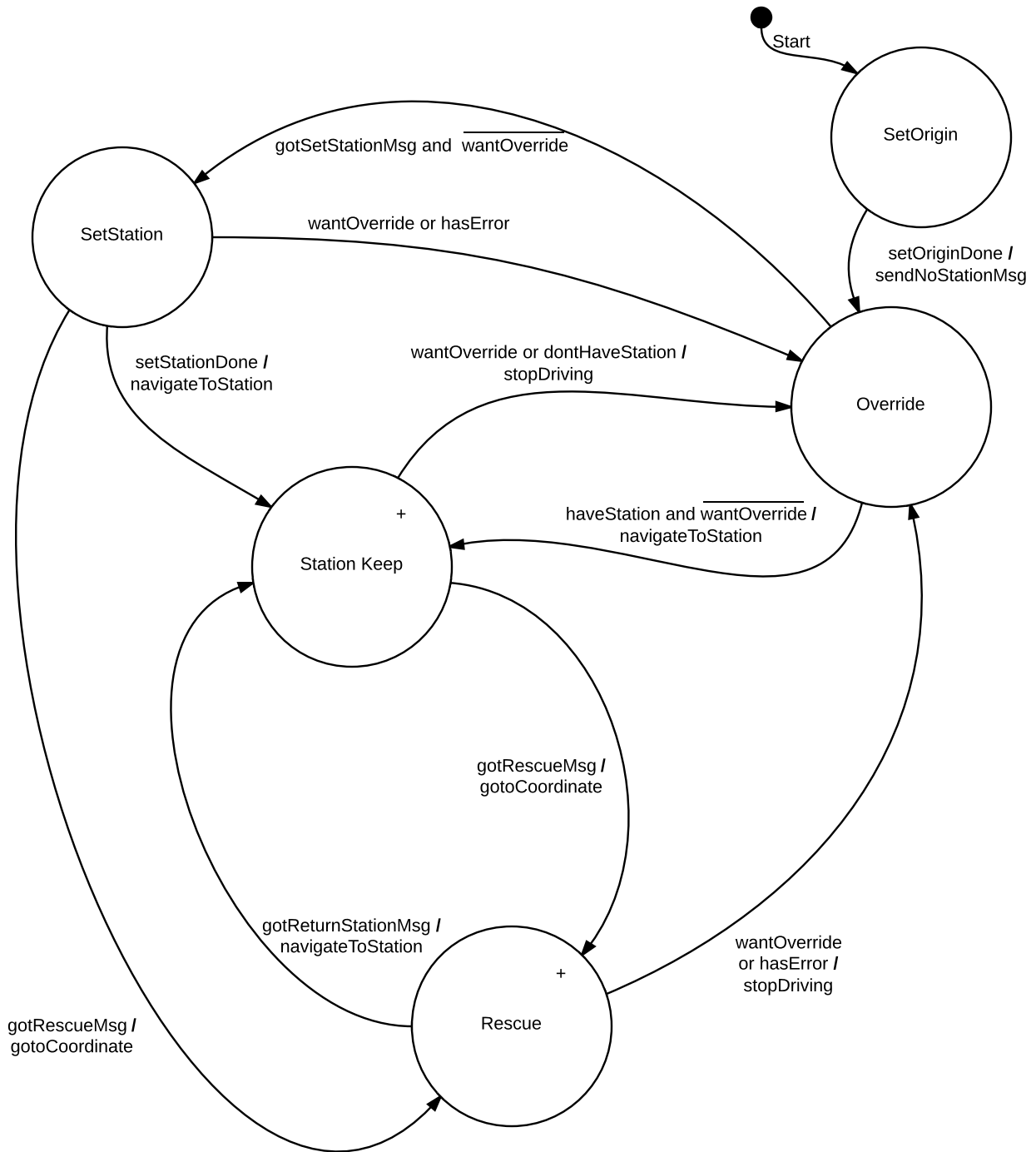


# AtLAs Master State Machine

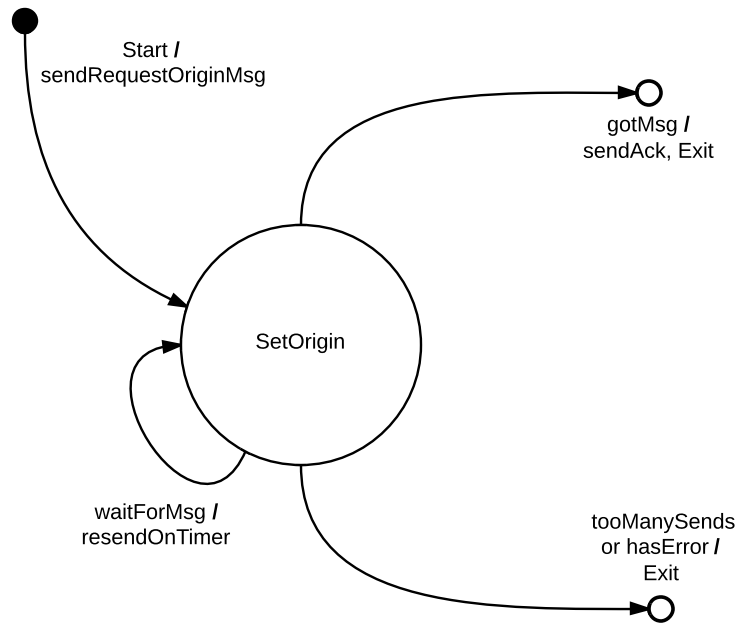
rev 4.0



- All states can also transition to the **SetStation** state when gotSetStationMsg occurs.
- The '+' symbol denotes hierarchical states with sub-states.

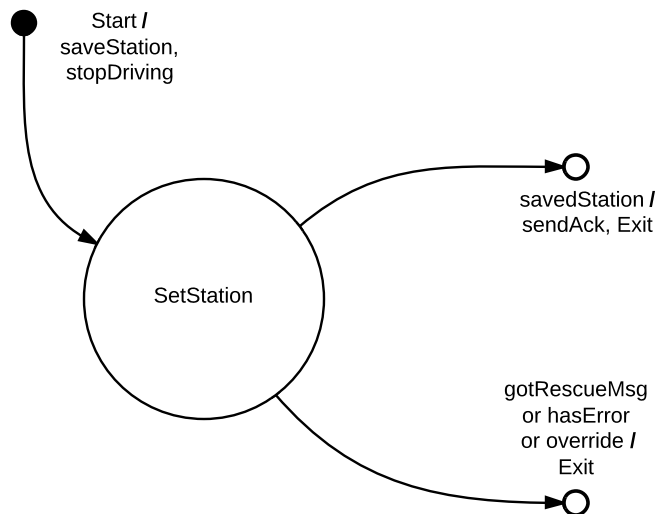
## AtLAs "Set Origin" State

rev 1.0



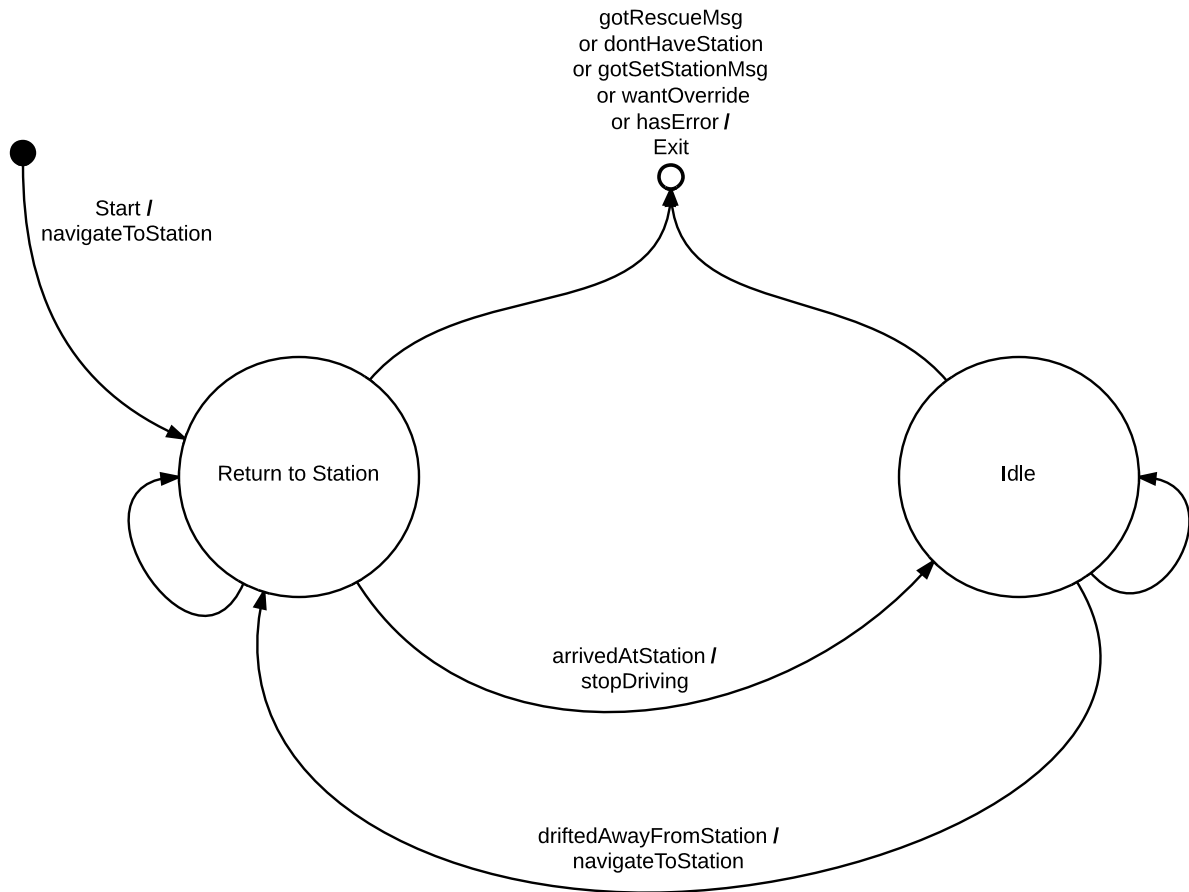
## AtLAs "Set Station" State

rev 1.0



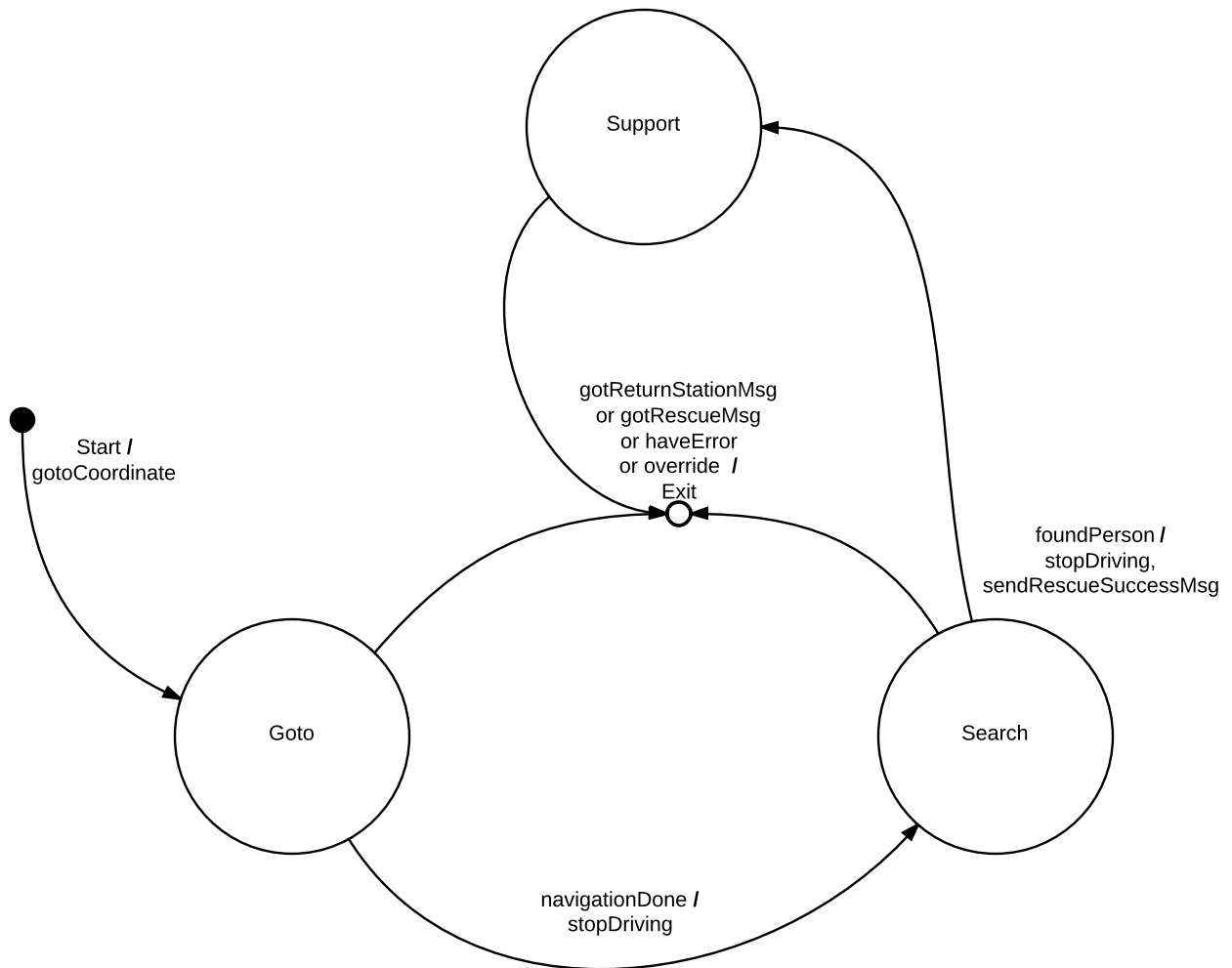
# AtLAs "Station Keep" State Machine

rev 4.0



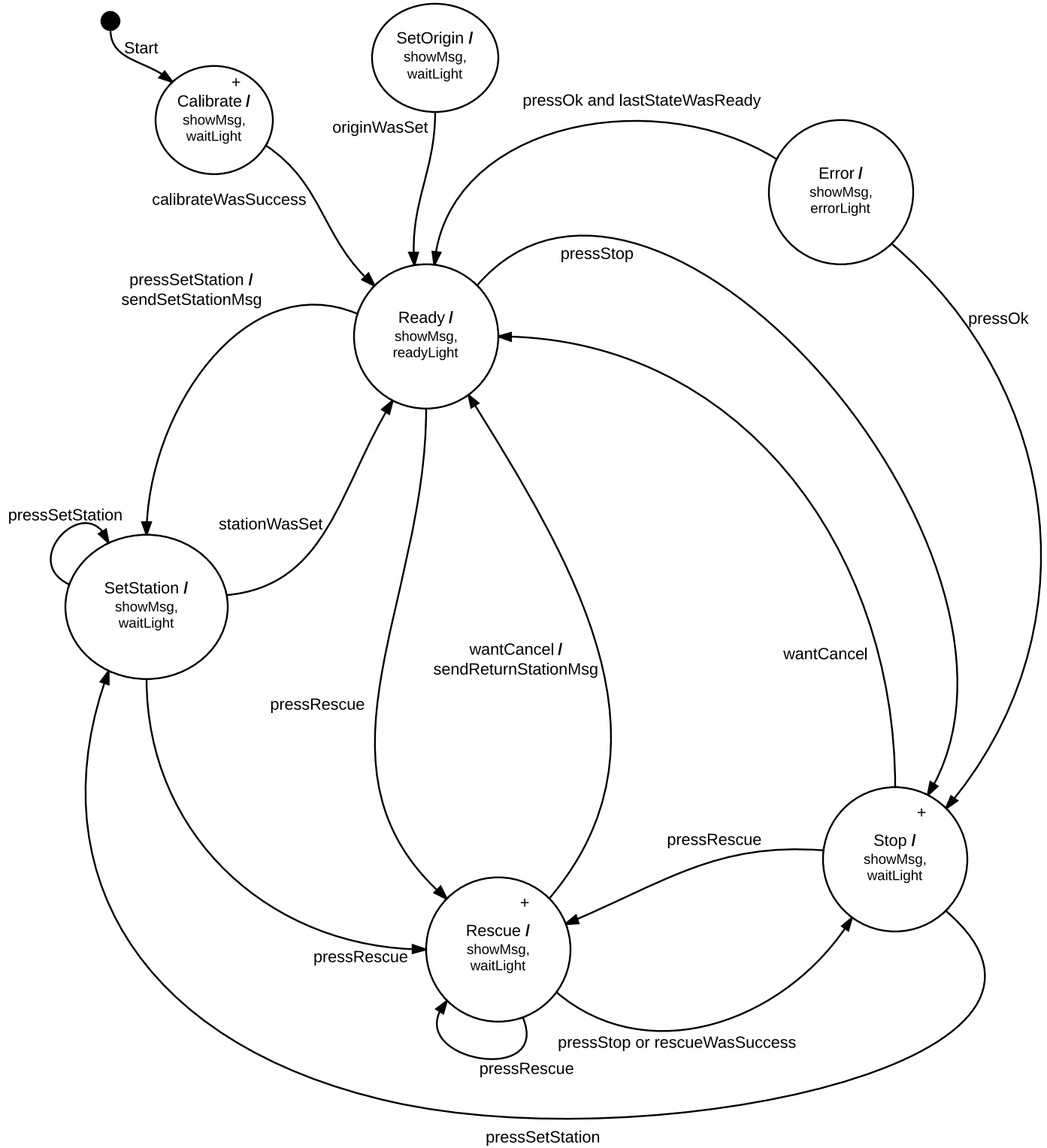
# AtLAs "Rescue" State Machine

rev 3.0



# ComPAS Master State Machine

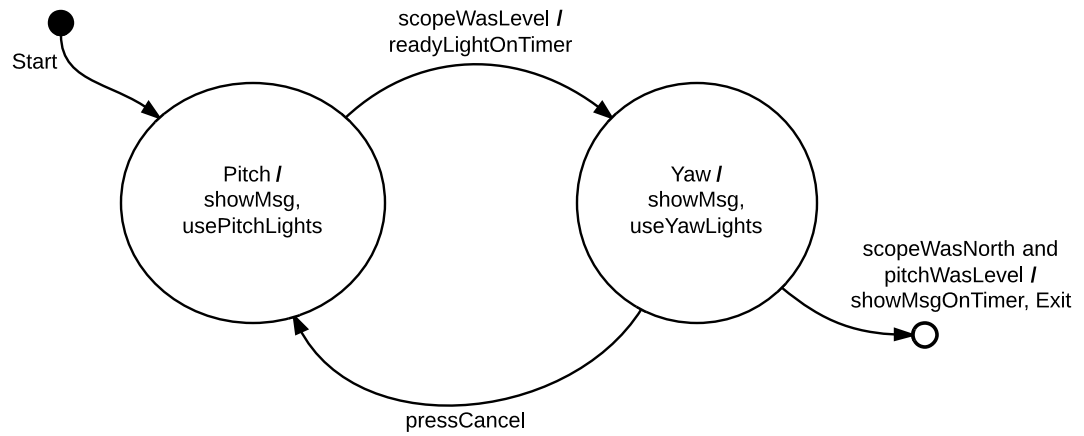
rev 3.0



- All states (except Calibrate) can transition into the **Error** state, and the **Error** state will transition back to either **Ready** or **Stop** depending on which was the last state if **Ok** is pressed. However, **Error** can transition to any state from a button press.
- All states can transition into the **SetOrigin** state if the boat starts up and sends a request.
- The '+' symbol denotes hierarchical states with sub-states.

# ComPAS Calibrate State Machine

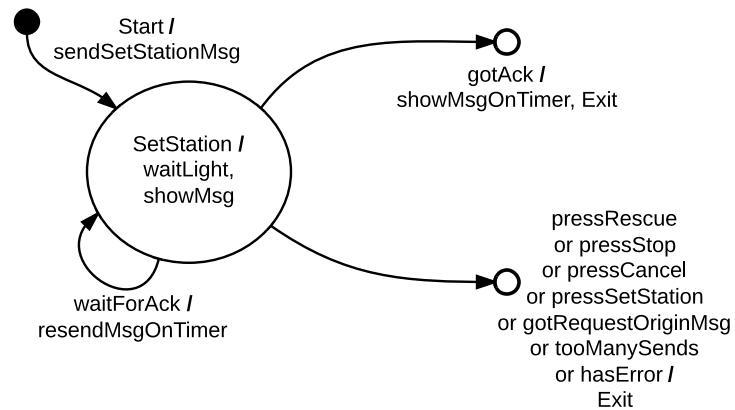
rev 2.0



\* The user must hold the pitch level for 3 seconds while the two top lights are on to progress through each state.

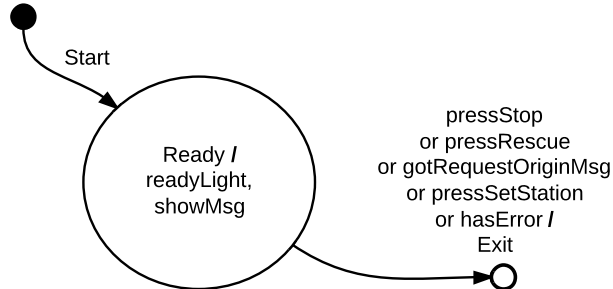
## ComPAS SetStation State

rev 3.0



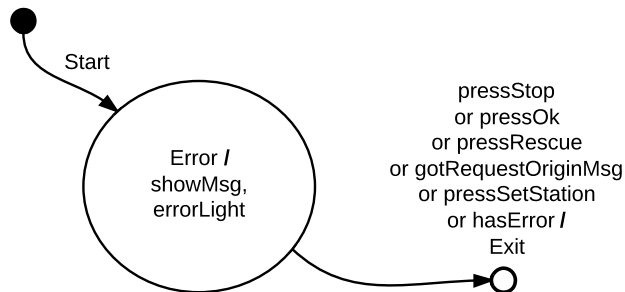
## ComPAS Ready State

rev 3.0



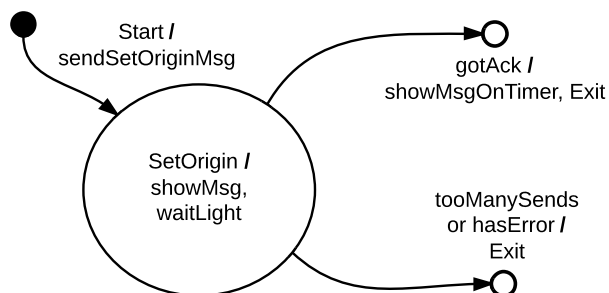
## ComPAS Error State

rev 3.0



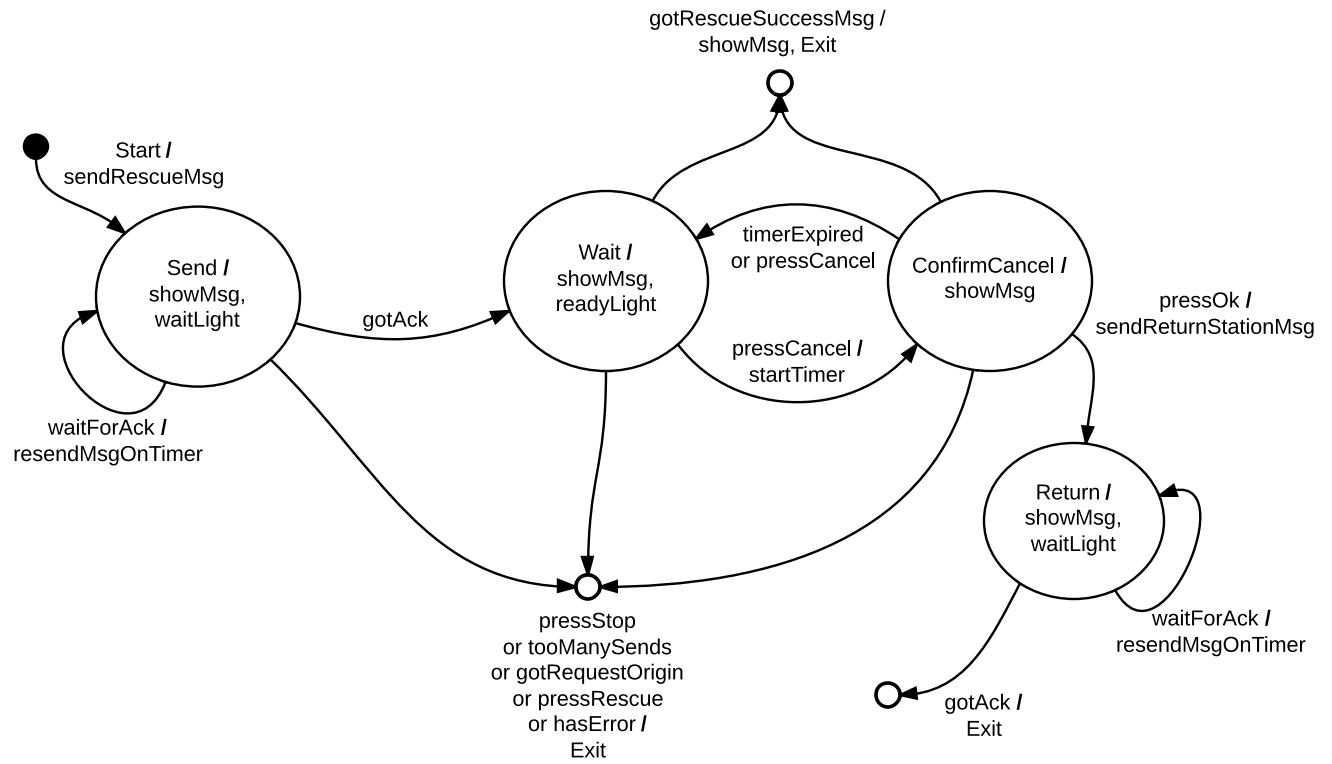
## ComPAS SetOrigin State

rev 1.0



# ComPAS Rescue State Machine

rev 3.0





# ComPAS Stop State Machine

rev 3.0

